

ELINA HUANG

Concept Artist | Character Designer

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EDUCATION

ArtCenter College of Design, Pasadena, CA
Bachelor of Science in Entertainment Design - Concept
GPA: 3.83

Graduated 04/2025

WORK EXPERIENCE

Blizzard Entertainment - Overwatch 2

Character Concept Artist, Contract - Pasadena, CA

07-09/2024, 03-04/2025,
06/-present

- Designed whimsical, aspirational hero skins for *Overwatch 2*, blending imaginative character aesthetics with the franchise's iconic style and independently driving the process from early concept to final render.
- Communicated ideas to creative leads, researched historical, fantasy, sci-fi, mainstream, and pop-culture references to build a diverse visual library, and incorporated feedback strategically to deliver polished, production-ready assets approved for implementation.

The stu/dio at Illinois – Master Dancer

Graphic Designer and 2D Artist - Pasadena, CA

06/2025-present

- Collaborated with interdisciplinary teams in weekly syncs to research visual trends, pitch original concepts, and iterate on stylized illustrations and cover art for the VR title *Master Dancer*.
- Produced high-impact visual assets using Adobe Creative Suite that effectively communicated narrative and branding goals while aligning with the game's artistic direction and promotional strategy.

NetEase Games - Marvel Rivals

Character Concept Artist Intern - Guangzhou, China

09/2024-11/2024

- Worked closely with art directors, 3D artists, designers, and animators in weekly meetings to explore visual trends, brainstorm, build mood boards, and develop innovative, character-driven concept art for *Marvel Rivals*, blending stylized aesthetics with brand alignment.
- Independently designed high-quality character skins using Photoshop and Maya, aligning with the game's artistic vision, gameplay functionality, and production schedule.
- Delivered production-ready designs approved by both NetEase and Marvel, contributing to the successful integration of licensed characters into the final game experience.

PROJECTS

Bone Hunter - ArtCenter Game Capstone Project

Character Designer and Animator - Pasadena, CA

09/2023-present

- Partnered with animators, artists, and developers in a production environment to research, sketch, and iterate on character designs for *Bone Hunter* using principles of visual storytelling, cinematography, typography, and graphic design.
- Designed and animated in-game character actions to support narrative and enhance player engagement.
- Created cohesive, narrative-driven concept art and delivered assets efficiently across the pipeline.
- Provided creative goals and feedback in weekly meetings and helped resolve production challenges.
- Final demo was nominated for the 2024 IndiePlay Best Student Work Award.

SKILLS

Design and Presentation

Character Design, Concept Design, Visual Development, 3D Modeling, Animation (2D and CG)

Software

Adobe Photoshop, Autodesk Maya, ZBrush, Blender, Illustrator, After Effects, Toon Boom Harmony

Language

English-Fluent, Mandarin-Native